

Fifth Edition Compatible

Adventure Shorts

Volume One, Second Edition

Designed for parties of five characters of levels one, three and five



By Rowan & Doug Schultz

Adventure Shorts

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Adventure Shorts Volume 1, 2nd Edition

The Encounters

1. Forgotten Tomb

With no apparent signs of recent visitors, it seems the tomb of these four warriors has been long forgotten.

2. Ambush

The adventurers are confronted by a narrow canyon, the only way they can find to get to where they're going.

3. Abandoned Mine

The discovery of an old set of mining car tracks leads to what appears to be an old mine.

4. Old Cottage

The adventurers meet a group of soldiers who tell them of a disturbance in the area, and a reward.

5. Black Tower

On a high outlook stands a lonely black tower that may still be the home of something interesting.

Credits

Doug Schultz

Writer, Artist, Graphic Designer

Rowan Schultz

Writer, Play Tester

We sincerely hope that you enjoy playing our adventure and welcome any comments, criticism or feedback. If at any time you have any questions or need clarification about something please don't hesitate to contact us.

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Running the Encounters

Encounter Levels

Balanced encounter numbers, including monsters, NPCs and treasure, have been provided for a party of five adventurers of levels one, three and five.

Preparation

Before beginning play, it's recommended that the game master (GM) become familiar with the encounters. This will help in planning for the challenges the adventurers will face and allow time to gather all the materials necessary for things to run smoothly. Having the fifth edition core rulebooks handy will also be helpful. Many of the details have been accounted for, but it may be necessary to reference the books when more detail is needed. It will also be helpful to have your characters created in advance so the GM knows the strengths and weaknesses of your group.

Reading the Entries

Setup: Various areas within the adventure contain short overviews or descriptions, including the number of monsters, creatures, animals or non-player characters. It also includes any traps, obstacles, magic items or anything else that needs to be specifically described. A page number in the core rulebooks is provided for all creatures and NPC statistics.

Features: The text highlighted in blue typically contains detailed text that describes the setting, physical features, rooms, clues, objects, obstacles and items to be found in the encounter. This text is meant to be read aloud to the players. It can be read as is or paraphrased as necessary.

Outcomes: When included, this section is provided to summarize what the next steps or provide ideas about what might happen next.

Tactics: If needed, information is given about how the enemies in the encounter will act before or during combat. This might include their initial positions, if there's a chance they surprise the adventurers or any other tactical advantage they might have.

Adventure Extras

There are also maps, notes, letters and miniature grids included within the adventure or Appendix to provide all the materials you'll need for a rich visual experience.

Forgotten Tomb

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Monsters per character level: Represented by the Xs on the GM's map.

Level 1 – 4 Skeletons (p.272 MM)

Level 3 – 1 Specter (p.279 MM), 3 Skeletons

Level 5 – 1 Wraith (p.302 MM), 3 Specters

Location: Any path or road through a wooded area.

Setup

Long ago, this tomb was made to honor four great warriors, but over time it has been forgotten. When the tomb was built traps were installed to discourage tomb robbers, and now four monsters have taken up residence there and will attack anyone who enters. The encounter also includes the following traps:

Arrow Trap (1): The arrow is released from the visor of statue #1. Pressure plates to activate the trap are located at both #1s on the map. Arrow; +5 ranged (1d6); Wisdom (Perception) to detect DC 15; Dexterity (Acrobatics) DC 15 avoids; Dexterity to disable DC 15. Trap resets when pressure plate is released.

Pit Traps, 10-foot deep (2): Represented by boxes at #2 and #4 on the map. The trap trigger is located in the lock of the chest at the foot of the sarcophagus in front of statue #2. The trap is triggered when anyone tries to open the lock. No attack roll necessary; multiple targets; 10-ft. deep (1d6, fall); Dexterity (Acrobatics) DC 15 avoids; Wisdom (Perception) to detect DC 15; Dexterity to disable DC 15. Trap door collapses then closes and resets after one minute.

Hail of Needles Trap (1): The needles are released from the visor of statue #3. Pressure plates to activate the trap are located at both #3s on the map. Needles; +10 ranged (2d4); Wisdom (Perception) to detect DC 15; Dexterity to disable DC 15. Trap resets when pressure plate is released.

Narrative

As the adventurers approach the tomb they observe the following features:

At the foot of a low hill in the woods you see an opening that looks like a cave between two large overgrown bushes. When you look closer you discover that the opening is framed with carved stone and that the stone door is partially open.

Beyond the door there is a short flight of stairs leading down about 20 feet.

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As the adventurers look into the chamber they observe the features below. Any humans in the group would need a light source to see the entire room.

The light in the room ahead of you is very dim. There is a thick layer of dust and small bits of rubble on the floor, giving you the impression that no one has been here in a very long time. To your right you see four stone sarcophagi lined up in a row. At the head of each there is a niche in the wall with a large stone statue of a knight in armor. At the foot of each is a wooden chest.

Tactics

The monsters are hidden behind the third sarcophagus until the adventurers make some sort of noise. Anything louder than talking will arouse them, causing them to attack. If the adventurers trigger a trap or try to open one of the chests, this will also cause the monsters to attack.

Features

Torch Holders: All the torch holders are empty but usable. There is a torch holder on the south wall near the door, and three more between the statues.

Statues: These are large, about one and a half times as big as a normal human. The statues have holes in the visors where the arrow and dart mechanisms are located.

Sarcophagi: The sarcophagi are plain, sealed and can't be opened without the use of stone mason's tools and someone proficient with the use of them. The sarcophagi all have a coat of arms and a name carved at the foot end facing the room. The names are: 1) Engel Rocque, 2) Dietz Schermerhorn, 3) Kordel McKian, and 4) Hagen DeYoung. If the adventurers do succeed in opening the sarcophagi somehow, each warrior is buried with silvered longsword.

Wooden Chests: There is a locked wooden chest at the foot of each sarcophagus. Each has an AC 15 and 8 HP. Each lock has an AC 19 and 10 HP. To open each lock requires a successful DC 12 Dexterity check.

Treasure: Each warrior in the tomb was laid to rest with some of his belongings. Some of the items included in each chest are dependent on character level.

Chest #1: Carved wooden holy symbol of Pelor, holy book, and a brass chalice.

Level 1 – 200 sp

Level 3 – 600 sp

Level 5 – 1,100 sp, Robe of Useful Items

Chest #2: Carved wooden holy symbol of Heironeous, smoking pipe, chalice with lapis lazuli gems (105gpv).

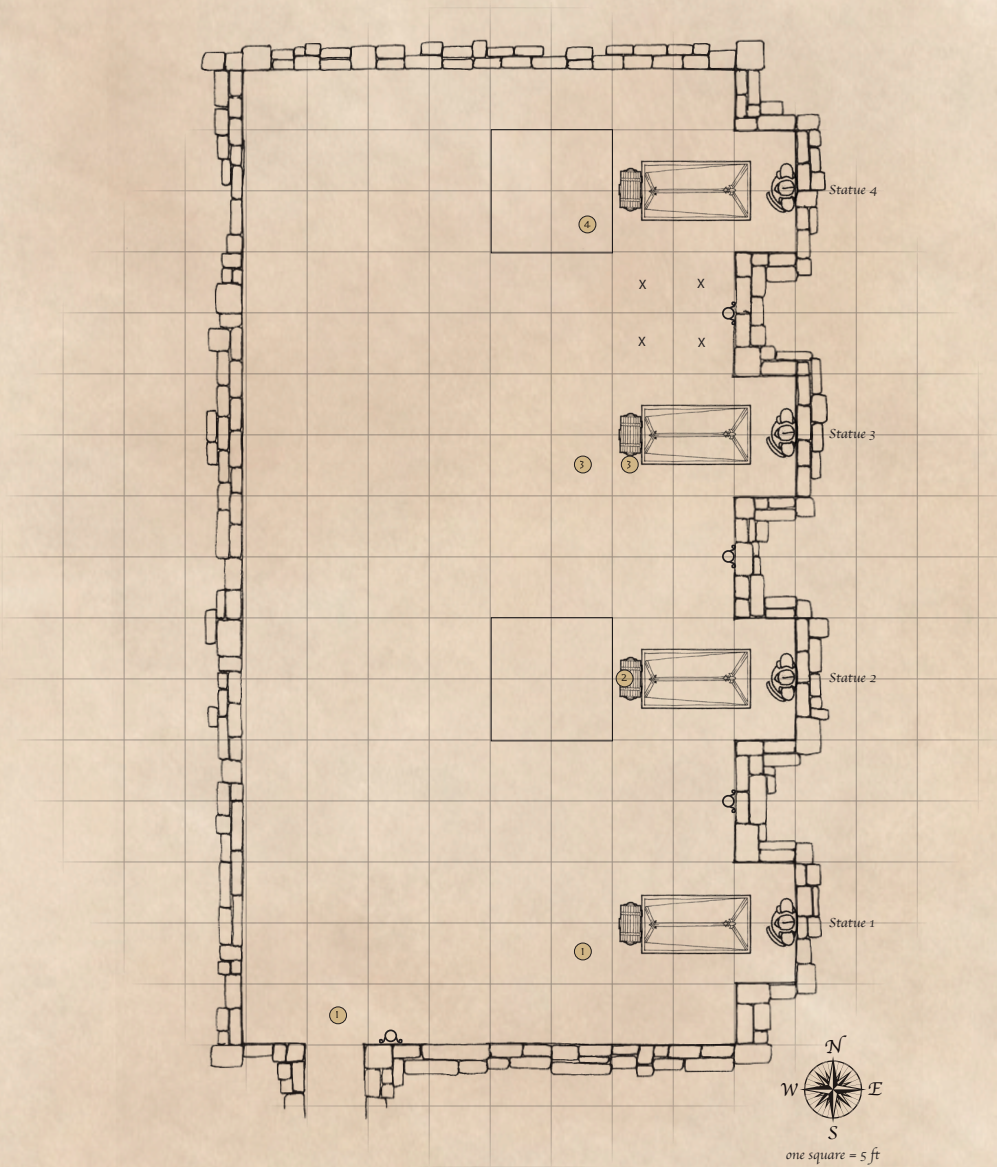
- Level 1 – 40 gp
- Level 3 – 30 gp
- Level 5 – 1,500 gp

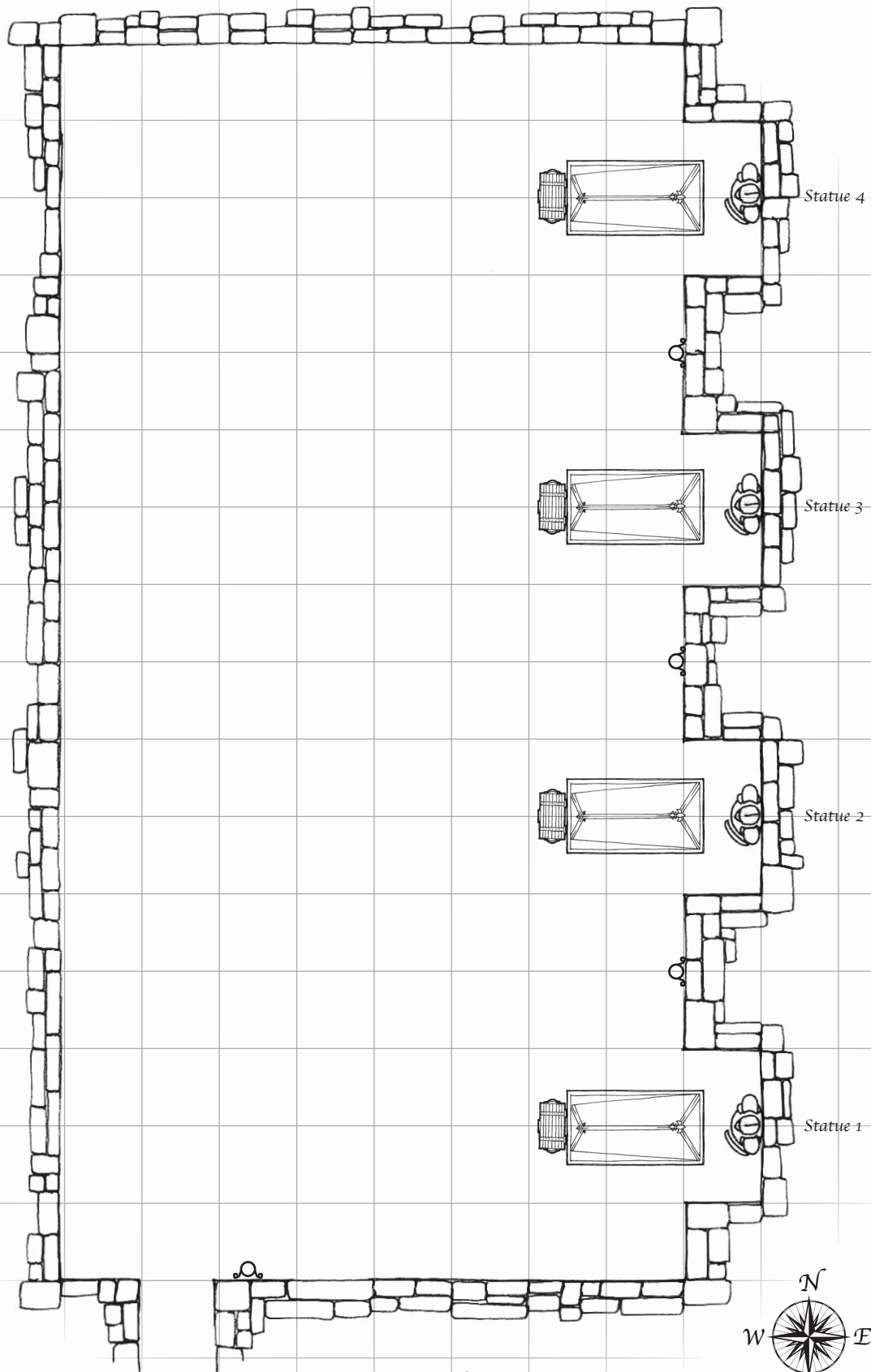
Chest #3: Carved wooden holy symbol of Kord, red dragon-tooth necklace.

- Level 1 – 300 sp
- Level 3 – 400 sp
- Level 5 – 400 gp, Potion of Resistance

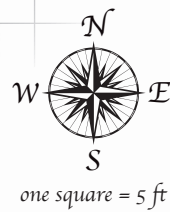
Chest #4: Carved wooden holy symbol of Ohad-Hai, book of family heraldry, electrum dagger (100gpv).

- Level 1 – 20 gp, 5 Hematite gems (10 gpv each)
- Level 3 – 20 gp, 10 Azurite gems (10 gpv each)
- Level 5 – 90 pp





Forgotten Tomb
Enlarge 200% for 1" grid



Ambush

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Monsters per character level: Represented by the Xs on the GM's map.

Level 1 – 8 Kobolds (p.195 MM)

Level 3 – 8 Goblins (p.166 MM)

Level 5 – 7 Bugbears (p.33 MM)

Location: A canyon along any road or path.

Setup

A group of greedy creatures has been ambushing travelers on the road using a small canyon and a trap they've made to slow their victims down. The canyon is on the way to a destination the adventurers are trying to reach, and there is no other way to get there. The encounter includes the following trap:

Covered Pit Trap, 10-feet deep (2): p. 115 DMG, Represented by the box at #2 on the map. No attack roll necessary; multiple targets; 10-ft. deep (1d6, fall); Dexterity (Acrobatics) DC 15 avoids; Wisdom (Perception) to detect DC 15.

Narrative

As the adventurers approach the canyon they observe the following features:

As you're traveling on the road through a wooded area you suddenly come out of the trees and are faced with a ridge line that extends east and west as far as you can see. Directly ahead you can see that the only way to get past it is through a narrow canyon.

Tactics

The creatures stay hidden until the adventurers enter the canyon and get near the hay cart, then they begin their attack with ranged weapons from the high ground. They have also dug a covered pit trap next to the broken down hay cart hoping that when they start their attack someone trying to use the cart as cover will fall into it. Assume that the creatures are attacking from above with 1/2 cover (+2 to AC) and gain the advantage of a surprise attack in the first round of combat. Be sure to consider the range of their weapons, which could give them a disadvantage to attack rolls when their target is beyond the range increment. They continue their attack with their ranged weapons until the adventurers have been significantly weakened or begin to climb the slopes and engage them in melee combat. If the adventurers simply try to run out of the canyon the

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creatures move down to the road to block their exit. Assume that the creatures can move to do this rather quickly so the adventurers can't escape without a fight.

Moving up the slopes on either side of the road should be considered difficult terrain for the adventurers.

Features

Canyon: The road passes through a narrow canyon in the middle of a high ridge line. It's the only place to pass for many miles in either direction. The sides of the canyon rise sharply from the road at about a 45-degree angle. The sides of the hills are mostly grassy down low near the road, with a few rocks scattered about and gradually gets rockier toward the top of the ridge.

1. Road: The road that runs through the canyon is flat and level. There is some flat ground between the edge of the road and the bottom of the slope on either side.

2. Hay Cart: There is a hay cart in the middle of the canyon on the west side of the trail. One of the wheels is broken and there is hay strewn all around.

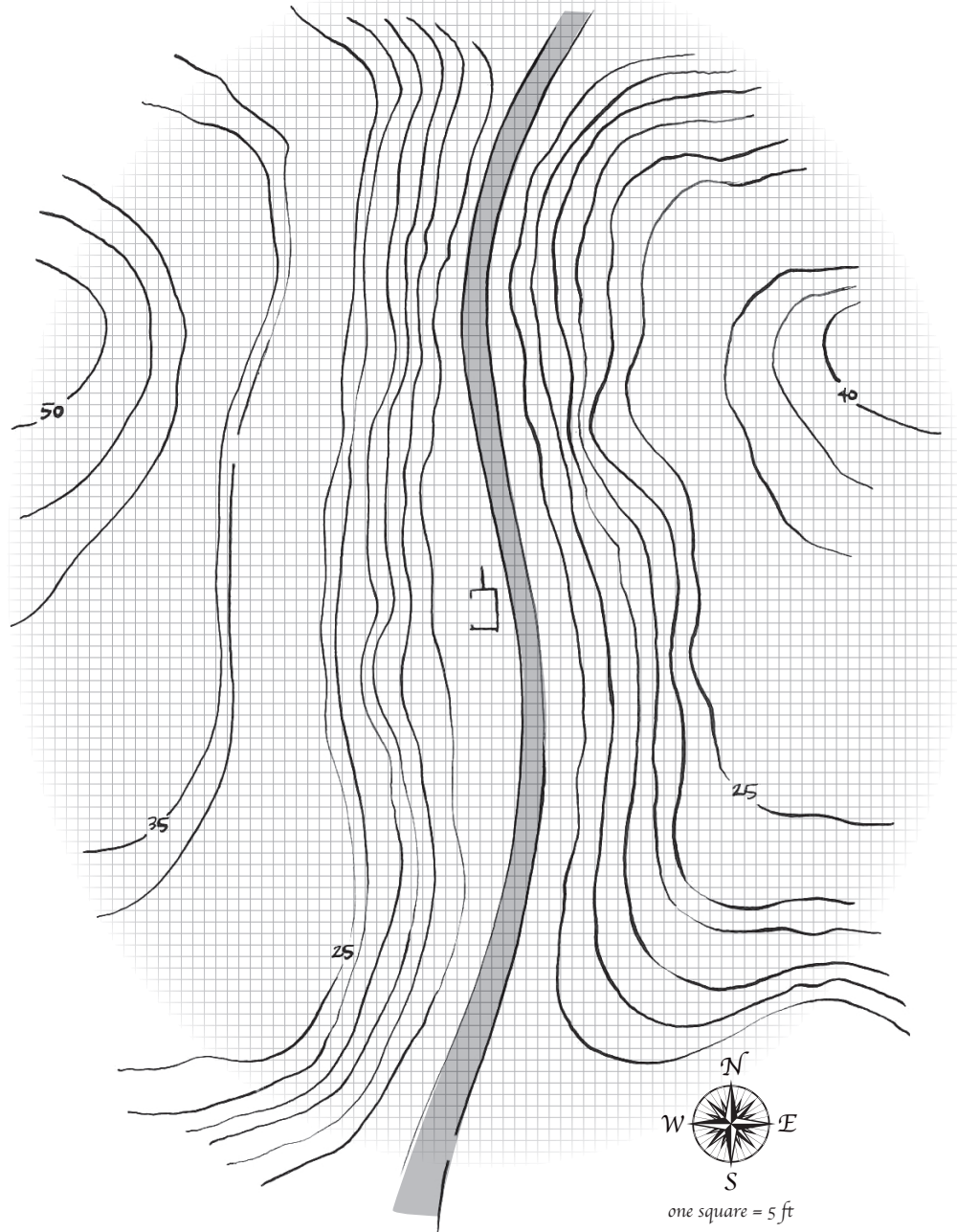
3. Pit Trap: The pit trap is located behind the hay cart. To camouflage it the creatures have covered the opening with hay. It's not easy to locate because hay is spread over the entire area.

4. Cave: About halfway up the west side of the canyon is a cave that the creatures are using to hide the spoils of their raids. One side of the cave is piled with items of clothing and bones. The other side of the cave looks like a makeshift sleeping area and an area where valuables are being stored. The cache contains: plain gold ring (10gpv), silver bracelet with carved designs (5gpv), bronze cloak pin (1gpv), dagger (2gpv), throwing axe (8gpv), hooded lantern (7gpv), silver flask (2gpv), and an unopened bottle of wine. The cache also includes the following level-dependent treasure:

- Level 1 and 3 – 2,803 cp, 1,345 sp, 93 gp, 2 Obsidian gems (20 gpv), 1 Tiger Eye gem (10 gpv), 1 Rhodochrosite gem (10 gpv), 2 blue Quartz gems (20 gpv)
- Level 5 – 907 cp, 3,457 sp, 1,591 gp, 46 pp, 3 Moonstones gems (150 gpv), 1 Star Rose Quartz gems (50 gpv), 2 Zircon gems (100 pgv), 1 Chrysoprase gem (50 gpv), 2 Chalcendony gems (100 gpv)



Ambush
Enlarge 1,600% for 1" grid



Ambush
Enlarge 1,600% for 1" grid

Abandoned Mine

Fifth Edition Compatible

Monsters per character level:

Level 1 – 3 Troglydtes (p.290 MM) Represented by the Xs on the GM's map.

Level 3 – 1 Basilisk (p.24 MM) Represented by the X on the GM's map leading to chamber number seven.

Level 5 – 1 Blue Slaad (p.276 MM) Represented by the X on the GM's map leading to chamber number seven.

Location: Any path or road through a wooded area.

Setup

Long ago this mine was worked by dwarves but was left abandoned when they were attacked. Recently the creatures have made the mine their home and will defend it if they're disturbed. The encounter also includes the following obstacles:

Chasm (20-foot wide, wall-to-wall): Adventurers must succeed in a Dexterity (Acrobatics) check DC15. A successful check lets the PC move across the rails safely. A failure means the PC falls. 20-ft. deep (2d6, fall). To climb out requires a Strength (Athletics) check DC 12.

Narrative

As the adventurers approach the mine entrance they observe the following features:

Near a low, rocky cliff in the forest you notice what looks like a small ore car. The car is small, rusted and its wheels are partially embedded in the ground. You also observe a set of rails leading away from the ore car, toward the cliff.

The rails lead to what appears to be a mining tunnel. You assume this because you can see support timbers at the opening. The opening itself is small, about 2-1/2 feet wide by 4-1/2 feet tall.

If the adventurers venture inside the tunnel they observe the following features. They'll most likely need a light source:

Looking around at the hewn stone tunnel walls there appears to be bands of something glittering sprinkled throughout the rock. It might mean that gold was mined here.

About 20 feet into the tunnel you come to an area where the tunnel floor has completely collapsed. The chasm appears to be about 20 feet to the opposite side, about 20-feet deep and spans the entire width of the tunnel. The rails are still in tact and bridge the void like two balance beams. In the dim

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light of your torches (or lanterns) it looks like there might be another old ore car on the other side.

Tactics

The creatures stay hidden until the adventurers enter the chamber and start to look around. Assume that they are well hidden and gain the advantage of a surprise attack in the first round of combat.

Features

Tunnel: The tunnel is very dark, and only adventurers with darkvision will be able to see without a light source. Some support beams have fallen, partially blocking the tunnel. The tunnel is approximately 70-foot long, sloping down moderately from the opening to the main chamber. Ore car rails follow the tunnel from the entrance all the way down to the main chamber. There are a few small spider tunnels that lead off the main tunnel, but they are all short and lead to dead ends.

Ore Car in the Tunnel: The ore car is small, only big enough for one adventurer to ride in at a time. It can be used to ferry the adventurers across the chasm using a rope and grappling hook, if they have one. The rails can only support the ore car and one occupant weighing less than 170 pounds, otherwise it will collapse. The rope could be used to hook the car and bring it across the chasm with a Dexterity (Acrobatics) check DC 20. The adventurers will have to cross it on the way out of the tunnel too.

1. Main Chamber: The main chamber has a low ceiling, roughly hewn walls and timber support beams all around. There are three passageways leading off to the north, east and west.

2. Junk Pile: The junk pile consists of wood scraps, broken earthenware jars, an old cloth, pieces of rusted metal and other miscellaneous junk piled up in a heap.

3. Rubble Pile: The pile is mostly rocks and stones left over from excavation of the mine chambers. A successful Wisdom (Perception) check DC 15 yields 30 small gold nuggets, each worth about 1gp.

4. Bone Pile: A fairly large bone pile. Some of the bones are old and some are fresh.

5. Mining Chamber: Remains of two dwarves are found in this chamber. One has a plain gold ring (10gpv) on his

skeletal hand along with a pouch containing the following level-dependent treasure:

- Level 1 – 22gp, 56sp, 32cp
- Level 3 – 47 gp, 115 sp, 69 cp
- Level 5 – 93 gp, 231 sp, 142 cp

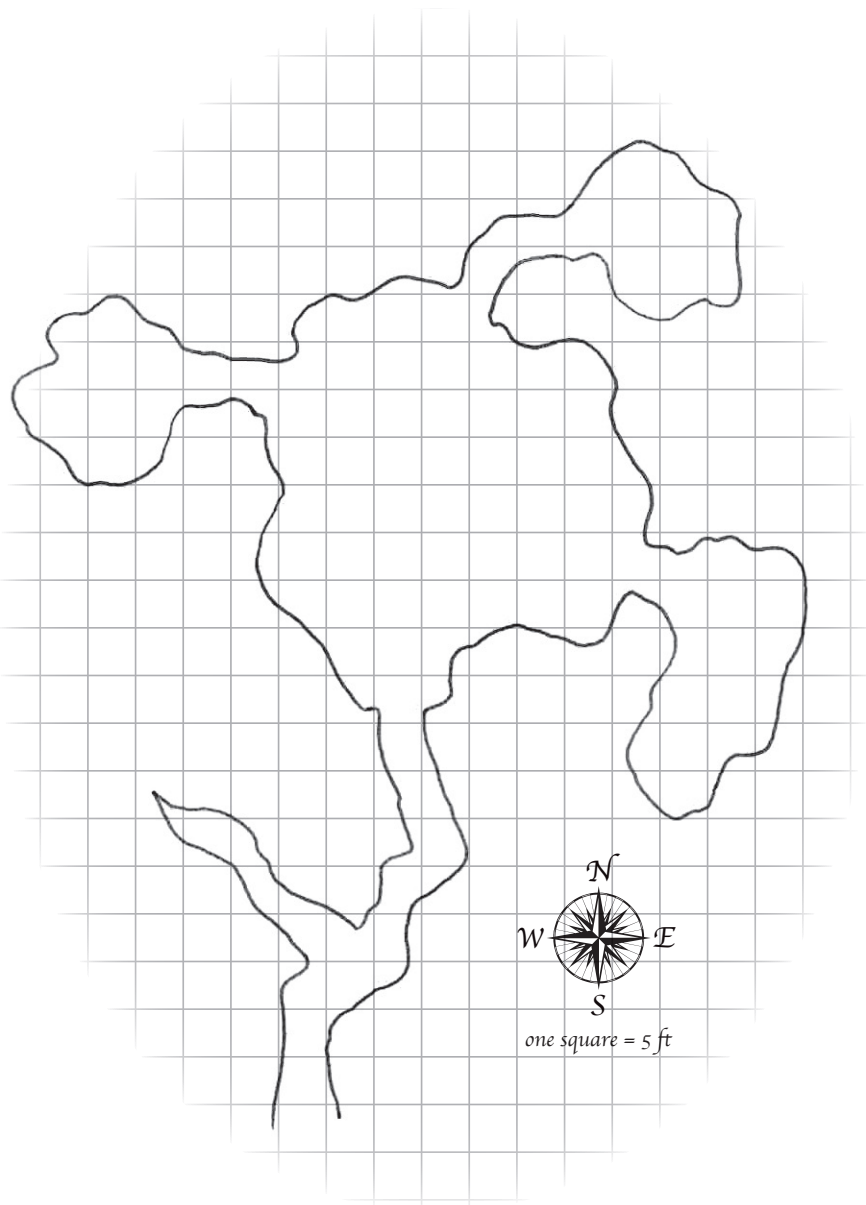
Around the neck of the second dwarf is a silver necklace with a black onyx pendant (75gpv). The second is carrying a pouch with the following level-dependent treasure:

- Level 1 – 18gp, 62sp, 54cp
- Level 3 – 39 gp, 128 sp, 143 cp
- Level 5 – 72 gp, 253 sp, 216 cp

All of their other clothing and personal items on the dwarves are decayed and useless.

6 & 7. Mining Chambers: The troglodytes used these as areas to store a neatly arranged cache of steel mining tools. In higher-level encounters assume these chambers contain a few mining tools left behind by the dwarves.





Abandoned Mine
Enlarge 400% for 1" grid

Old Cottage

Fifth Edition Compatible

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Monsters per character level:

Level 1 – 1 Half-ogre (p.238 MM) The damage a half-ogre can deal with a single attack may be a bit strong for adventurers of this level so it must to be played carefully if everyone is to survive the encounter.

Level 3 – 1 Ogre (p.237 MM)

Level 5 – 1 Troll (p.291 MM)

Location: Any path or road through a wooded area.

Setup

Someone or something has been attacking and robbing rural farms and homes. The local authorities have dispatched soldiers to hunt down the offender but with no luck. This has led to the offering of a 100gp reward for the resolution of the matter. The culprit is a creature who has taken up residence in an old cottage deep in the woods where it's hoarding the spoils of it's raids. The adventurers follow the his trail to the old cottage and when they arrive no one is there. Upon searching the cottage they find miscellaneous hoardings and some treasure. While they're inside the creature returns. The encounter also includes the following challenge:

Tracking: The adventurers must succeed in tracking the half-ogre through the woods for six miles using a Wisdom (Survival) check DC 12. A skill check should be made when they begin and for each mile of tracking. A failed attempt by all adventurers results in a one-hour time delay.

Narrative

As the adventurers are traveling through they have the following encounter:

One day while traveling on the road through the woods you meet two soldiers leading their horses. When they meet you they seem very wary and look you over carefully before speaking to you.

Soldier: "Who are you and what are you doing in these woods?"

If the adventurers are reasonable and give a reasonable answer the soldiers calm down and share more information with them.

The soldiers tell you that there's been attacks on nearby houses and farms lately. The local magistrate has ordered them out to search for the offender and has even offered a 100gp reward to anyone who resolves the problem. The

soldiers tell you they've been tracking something they think is the culprit but have just lost the trail. They say that the tracks look like those of some kind of large humanoid that doesn't wear any boots.

If the adventurers are unreasonable the soldiers are not friendly. They still end up sharing some information with them but don't tell them what the tracks look like or that they have just lost the trail. In this case the difficulty to initially pick up the trail requires a Wisdom (Survival) check DC 17. Each failed attempt by all adventurers results in a one-hour time delay.

Soldier: "You'd better mind yourselves. We're on important business tracking something that's been raiding these parts. The local magistrate has offered a 100gp reward to anyone who deals with the problem. He authorized us to use force too, so don't get our way."

Tactics

Once the adventurers get to the cottage they find it empty. If someone is on lookout they see the creature coming and are not surprised. The adventurers could shoot ranged weapons from the windows. They could also try to hold the door shut by attempting a Strength (Athletics) check against the creature. The door is big enough for two adventurers to work together to gain advantage on the check.

If no one is on lookout, have the adventurers roll for a Wisdom (Perception) check against the creature. If they fail the creature surprises them, enters the cottage and immediately attacks.

Features

The Cottage: The cottage is a one-room structure with a thatched roof, earthen brick walls and a dirt floor. From the outside the cottage looked like it was once a humble but cozy home but now the windows are broken and the door is barely on its hinges. Inside, the cottage has a foul smell and place is a mess. All the contents of the cottage have obviously been fouled by the creature. Some of the debris has been piled into the corners. Inside there's some crude furniture, including:

1. Wardrobe: In the wardrobe there's a few sets of cheap commoner's clothes and a pair of old leather boots.

2. Chest: An unlocked chest at the foot of the bed contains bed linens, a couple of blankets and a small wooden box with a comb, a bronze cloak pin, a steel mirror, a small knife, needle and thread, and a candle.

3. Fireplace: In the fireplace there's a small iron pot hanging from hook. Next to the fireplace there's a small pile of wood.

4. Shelves: On the shelf there's a partial wheel of moldy cheese, cookware, dishes, utensils, two small empty casks, various empty peck-sized baskets, small earthenware jars of cooking spices (some of which have been spilled).

5. Random Items: Other random items in the kitchen area include: benches, stools and chairs, a tables, moldy sacks of corn meal and flour.

6. Table: One of the tables has a candle in a holder.

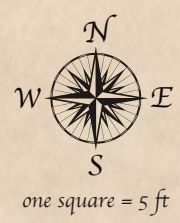
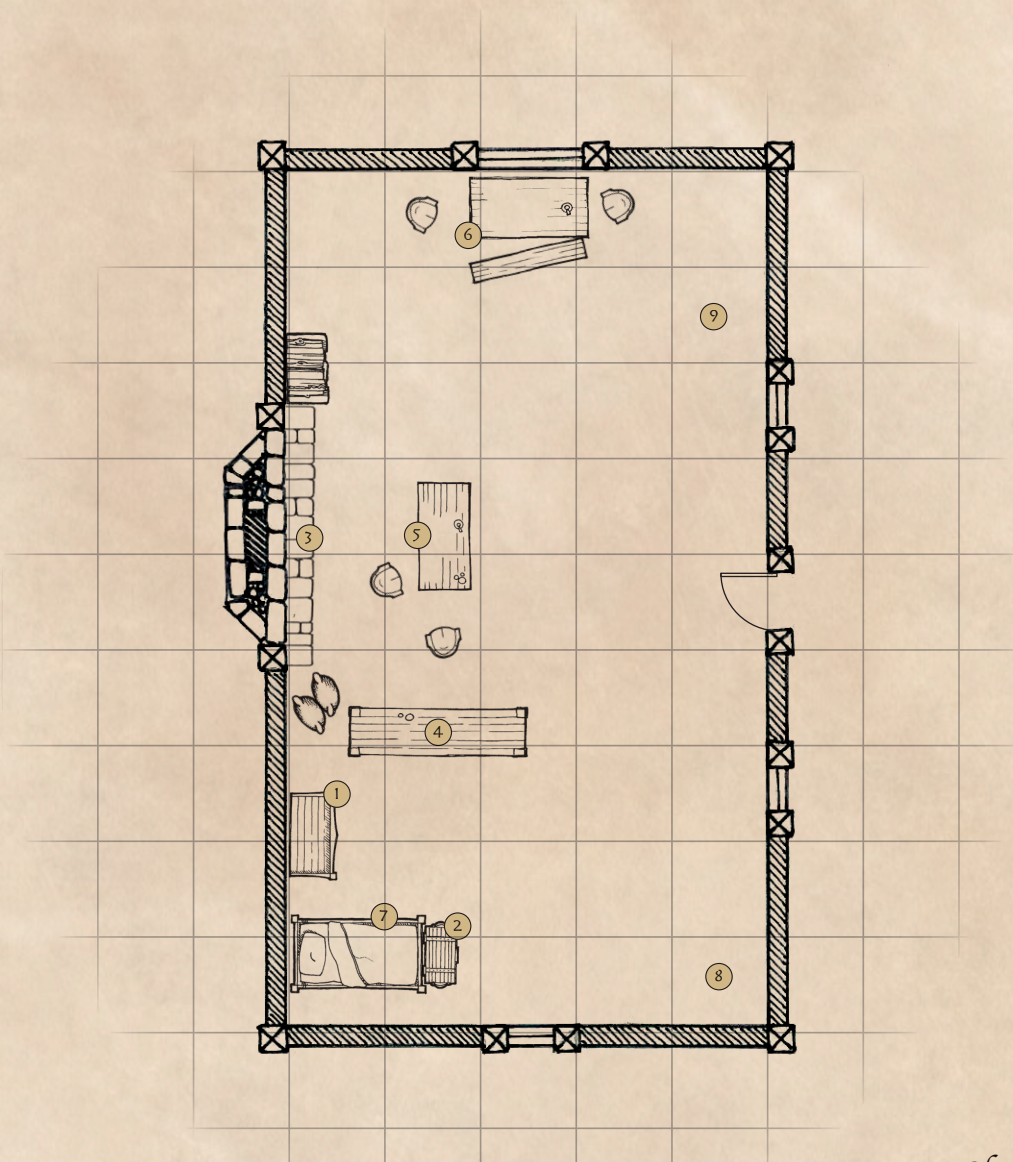
7. Bed: The single bed is simple and very dirty. This is where the creature has been storing all it's valuables, under the bed. There's a wooden box (unlocked) with the following level-dependent treasure:

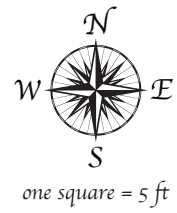
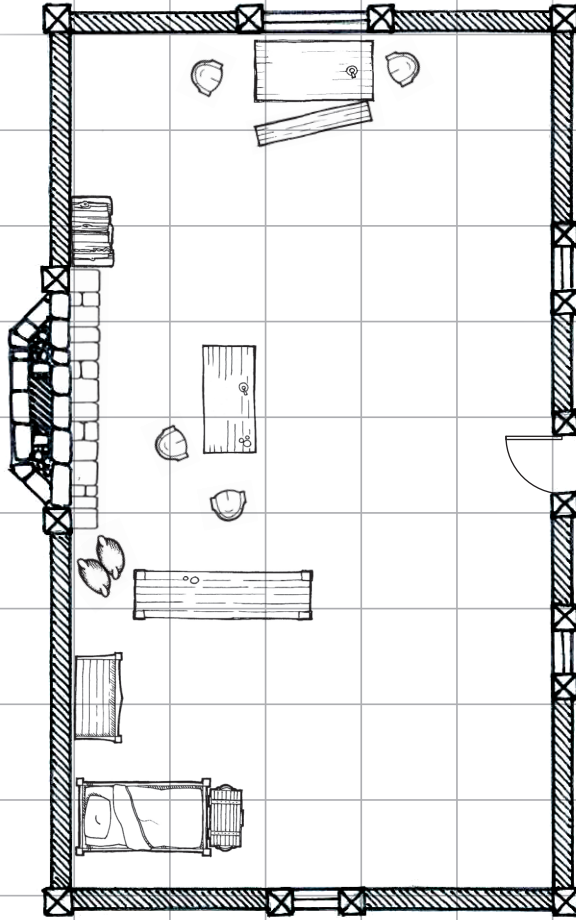
- Level 1 – 75gp, 262sp, 331cp, a plain gold ring (10gpv), a silver ring with engraved designs (4gpv), a moonstone gem (50gpv) and a silver necklace with an amethyst pendant (175gpv).
- Level 3 – In addition to the level 1 items include the following: 2 Banded Agate gems (20 gpv), 1 Lapis Lazuli gems (10 gpv), 1 Hematite gems (10 gpv), 2 Obsidian gems (20 gpv)
- Level 5 – In addition to the level 1 and level 3 items include the following: Masterwork dragon scale bracers +1 to AC.

There's also a few weapons, including: a dagger, longsword, a short sword, and a light crossbow.

8. Junk Pile: The junk pile looks like a place where the half-ogre has been casting things he considers useless. It contains wood scraps, broken earthenware jars, old clothes, a few metal household utensils and other miscellaneous junk piled up in a heap. A Wisdom (Perception) check DC 12 reveals a few potentially useful items, including: a map case with four sheets of parchment, a vial of ink and an ink pen, a whetstone, a hand axe, a spade, a smoking pipe and box of tobacco, and a flask containing some strong-smelling liquid.

9. Bone Pile: A fairly large bone pile. Some of the bones are old and some are fresh.





The Scribe's Cottage
Enlarge 200% for 1" grid

Black Tower

Fifth Edition Compatible

Monsters per character level: The darkmantle(s) are lurking in the stairwell.

Level 1 – 1 Darkmantle (p.46 MM)

Level 3 – 2 Darkmantles

Level 5 – 3 Darkmantles

Location: Any path or road through a wooded area.

Setup

Many years ago the black tower on the hilltop was inhabited by an eccentric old knight who is said to have come into the possession of a cursed ring. Little is known about the tower's history since then and it has been left abandoned for many years. This encounter includes the following creatures, obstacles and items:

Secret Door: To open the secret door the adventurers must find and solve the clue, a rebus letter. The clue reads: *To open the secret door step to the west.* The door is opened by stepping on the small, dark colored triangular stone on the outer ring of floor compass near the west "W" paver stone. The door only stays open for one round then resets.

Ring of Agoraphobia (cursed magic item): At first glance the ring seems like a plain silver ring with an opal gemstone, but when worn over time it causes wearers to become more possessive of it and increasingly afraid to go outside whatever building they happen to be in. Once someone wears the ring, its effects immediately begin to take hold. What seemed like a normal ring now appears to be special, and wearers must succeed at an initial Wisdom saving throw DC 13 to be able to remove it, allow someone to remove it, or be able to leave the room they're currently in. After another minute passes the Wisdom saving throw difficulty increases to DC 15 and continues to increase by two every minute until the DC reaches 30. The effects of the ring can strike wherever it is worn. If the ring is put on outdoors the wearer will immediately seek shelter in the nearest structure. A Remove Curse spell will allow the wearer or someone else to remove the ring.

Narrative

The adventurers observe the following features as they approach the old tower:

In a remote area of the forest you spot an old tower on a hilltop.

Once you're on the hilltop you see that the tower is perched on an outcropping of rock, connected to the main part of the

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hilltop by a narrow stone bridge. The tower has an ominous look, as it's made entirely of black stone.

As you approach you see the main door has a portcullis that's open. Entering the tower you see a large compass design inset into the floor pavers in the middle of the room. It doesn't look like anyone has been here for a very long time because the floor is covered in dirt and pigeon droppings, and there are a few scattered boards and shingles lying around. Looking up you see the inside of a timber frame roof 60 feet above your head that's beginning to collapse. There's a fair-sized hole in the roof letting in a stream of light and a light breeze that's blowing tattered banners hanging from the beams. Just then a flock of pigeons takes flight, circling around the room before they fly out the hole in the roof.

Tactics

The darkmantle is perched above the top of the stairwell just inside the secret door. It stays hidden until the adventurers start down the stairs then attacks the last one in line. The adventurers might see the darkmantle if they are actively looking. Have them roll a Spot check versus the darkmantle's Hide check. Keep in mind that it will be difficult for the adventurers to maneuver to attack the darkmantle when it's attacking the last person above them on the stairs.

Features

Tower: To your left and right (east and west) there are two wooden doors (both locked AC 15, HP 10). Straight ahead (north) the stone wall is blank except for a large metal shield with a faded crest mounted about 10 feet above the floor. Set in each of the remaining four walls is an arrow slit. There are torch holders mounted to the walls between the doors and arrow slits. The door in the east wall leads to the guard house. The door in the west wall leads to a spiral staircase that leads up to the top of the tower.

Guard House: Upon entering the guard house there is a fireplace straight ahead. The room also has some sparse furnishings, including a table, a chair, a bench, a tapestry, a bed, and an old chest – the chest contains an old tattered wool blanket, an old pair of boots, a flask, a bottle, a pouch with 10sp and 22cp, and a scroll case (with a clue to open the secret door). The clue uses pictographs (Rebus letter).

Compass: The paver with the W in the compass on the floor opens the secret door when it's stepped on.

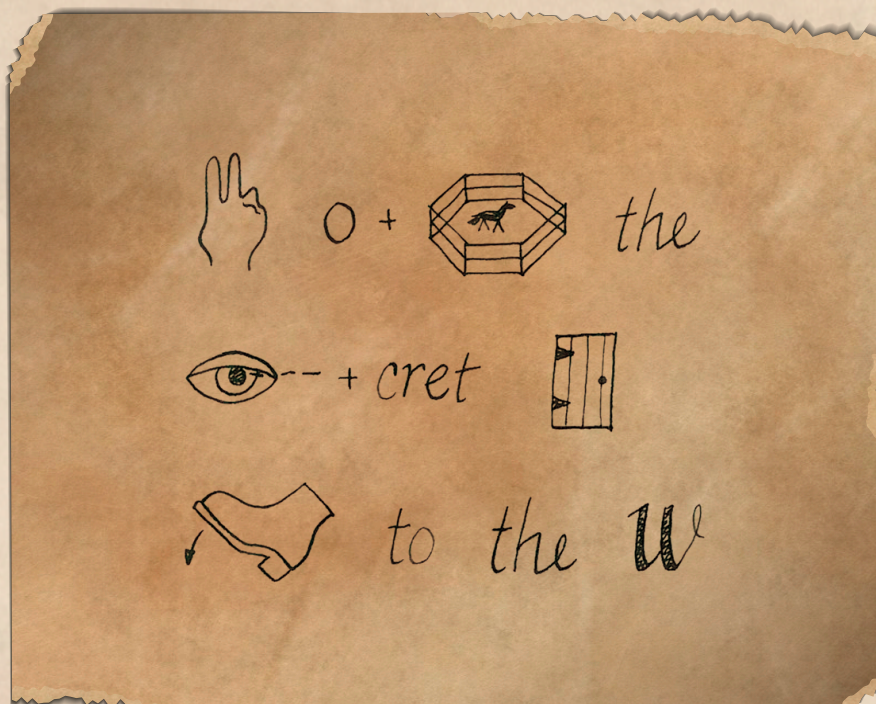
Secret Door and Staircase: The secret door is on the north wall and opens directly under the hanging shield. Behind it

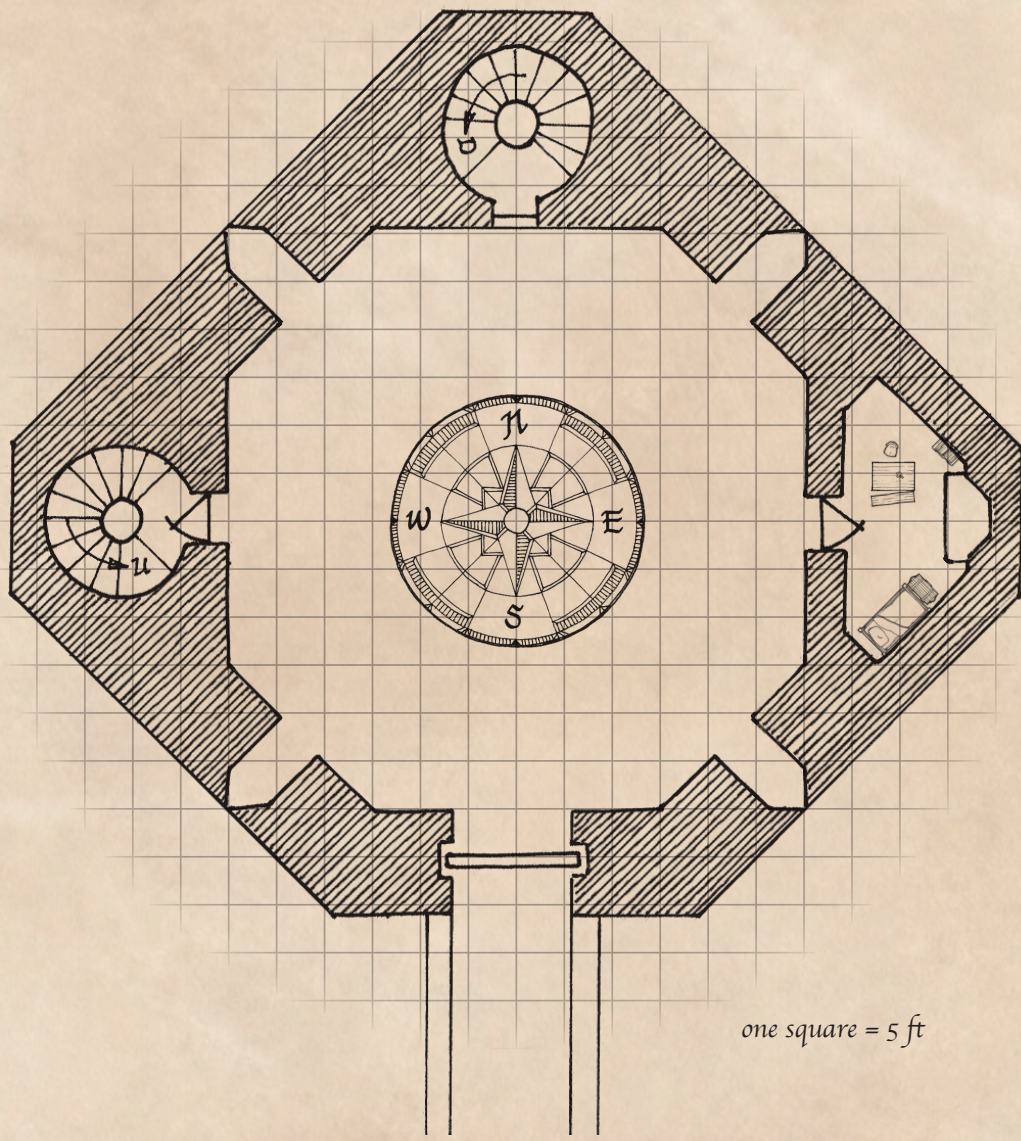
is a spiral staircase the leads to the lower chamber. There is light filtering in from somewhere and is evidently how the darkmantle got in. At the bottom of the stairs is a wooden door to the knight's chamber (unlocked).

Knight's Chamber: The lower chamber was the knight's quarters and is the same size as the main room in the tower above. There is a window in the north wall that overlooks the lands beyond the tower, and there's a fireplace in the east wall. The chamber is full of furniture and the knight's possessions, including his bed, a bookshelf lined with books, wardrobe, a small wooden chest, a suit of half plate armor (masterwork +1), his longsword, his shield and other assorted weapons (two daggers, a heavy mace and a great sword). The strangest feature of all is the remains of what appears to be the knight himself, sitting in a chair behind a table strewn with papers. He's dressed in what once must have been a rich set of clothes but now have been decayed by time. On his skeletal hand is a plain silver ring with an opal gemstone (the Ring of Agoraphobia). The wooden chest has a hardness of 5 and 5HP and the lock has an AC 19 and 10 HP. To open the lock requires a successful DC 12 Dexterity check. In the chest is a carved wooden holy symbol of Kord, a holy book, an hourglass (25gpv), and a silver chalice (75gpv).

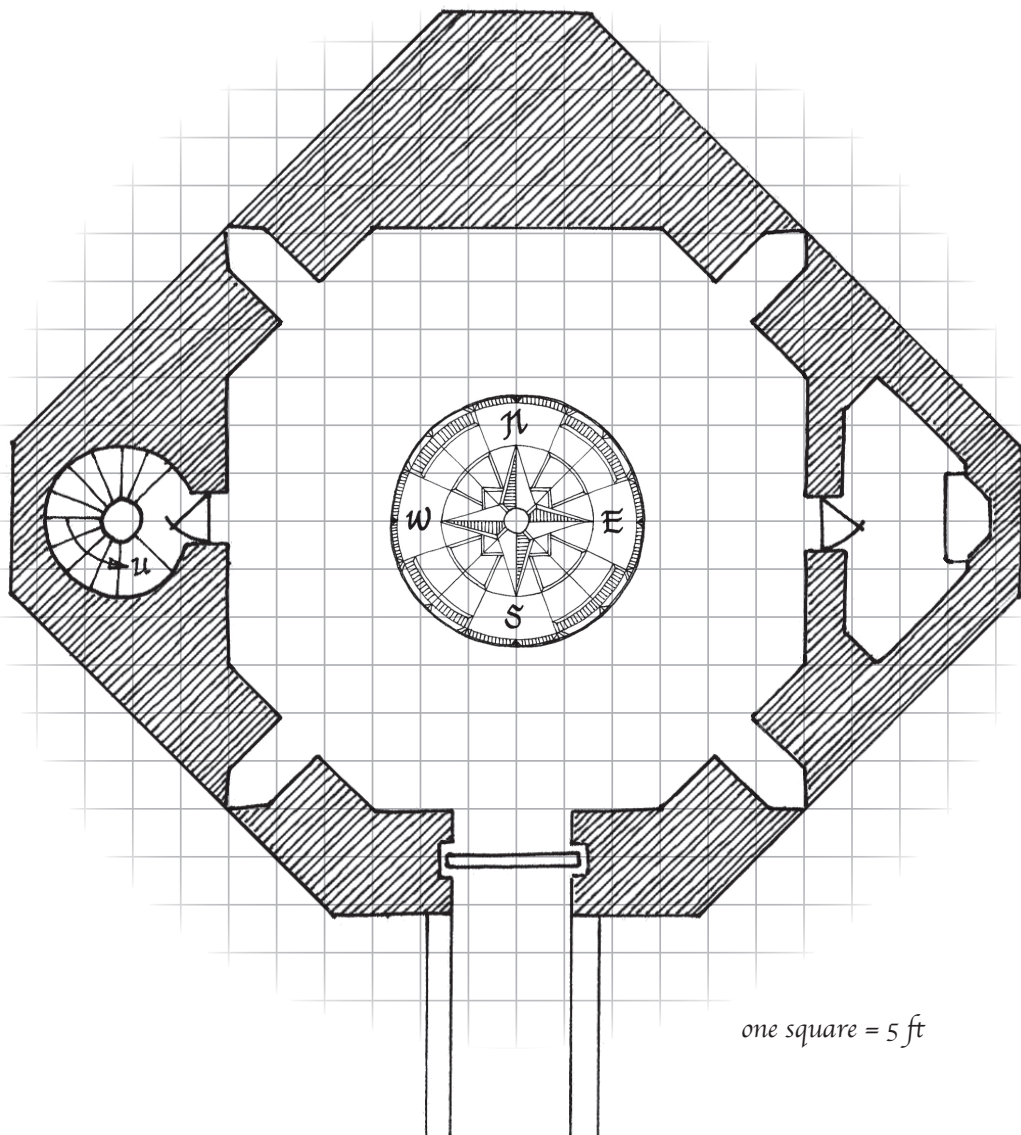
The chest also contains the following level-dependent treasure:

- Level 1 – 72gp, 194sp, 120cp
- Level 3 – 122 gp, 1,233 sp, 964 cp
- Level 5 – 87 pp, 534 gp, 1,675 sp, 754 cp





one square = 5 ft



Black Tower
Enlarge 400% for 1" grid

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